

# INTERNATIONAL STANDARD



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**Digital living network alliance (DLNA) home networked device interoperability  
guidelines –  
Part 6-1: Remote User Interface – HTML5**



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IEC Central Office  
3, rue de Varembe  
CH-1211 Geneva 20  
Switzerland

Tel.: +41 22 919 02 11  
Fax: +41 22 919 03 00  
[info@iec.ch](mailto:info@iec.ch)  
[www.iec.ch](http://www.iec.ch)

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IEC 62481-6-1

Edition 1.0 2017-07

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Part 6-1: Remote User Interface – HTML5**

INTERNATIONAL  
ELECTROTECHNICAL  
COMMISSION

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ICS 33.160; 35.100.05; 35.110

ISBN 978-2-8322-4628-3

**Warning! Make sure that you obtained this publication from an authorized distributor.**

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## INTERNATIONAL ELECTROTECHNICAL COMMISSION

**DIGITAL LIVING NETWORK ALLIANCE (DLNA) HOME  
NETWORKED DEVICE INTEROPERABILITY GUIDELINES –****Part 6-1: Remote User Interface – HTML5**

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International Standard IEC 62481-6-1 has been prepared under technical area 8: Multimedia home systems and applications for end-user network, of IEC technical committee 100: Audio, video and multimedia systems and equipment.

The text of this International Standard is based on the following documents:

CDV	Report on voting
100/2740/CDV	100/2887/RVC

Full information on the voting for the approval of this International Standard can be found in the report on voting indicated in the above table.

This document has been drafted in accordance with the ISO/IEC Directives, Part 2.

A list of all parts of IEC 62481 series, published under the general title *Digital Living Network Alliance (DLNA) home networked device interoperability guidelines*, can be found on the IEC website.

The committee has decided that the contents of this document will remain unchanged until the stability date indicated on the IEC website under "<http://webstore.iec.ch>" in the data related to the specific document. At this date, the document will be

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## INTRODUCTION

Consumers are acquiring, viewing, and managing an increasing amount of digital media (photos, music, and video) on devices in the consumer electronics (CE), mobile, and personal computer (PC) domains. As such, they want to conveniently enjoy the content, regardless of the source, across different devices and locations in the home. The digital home vision integrates the Internet, mobile, and broadcast networks through a seamless, interoperable network, which will provide a unique opportunity for manufacturers and consumers alike. In order to deliver on this vision, a common set of industry design guidelines is needed that allows vendors to participate in a growing marketplace, leading to more innovation, simplicity, and value for consumers. This document serves that purpose and provides vendors with the information needed to build interoperable networked platforms and devices for the digital home.

# DIGITAL LIVING NETWORK ALLIANCE (DLNA) HOME NETWORKED DEVICE INTEROPERABILITY GUIDELINES –

## Part 6-1: Remote User Interface – HTML5

### 1 Scope

This part of IEC 62481-6 specifies guidelines that define HTML5 Remote User Interface (RUI-H). HTML5 allows operators to develop "write once, play anywhere" content applications across a broad range of browsers and platforms. Through native integration, HTML5 enables the repurposing of single codebases, resulting in reduced development costs and the provision of a unique UI for every device.

### 2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

IEC 62481-1-1:2017, *Digital living network alliance (DLNA) home networked device interoperability guidelines – Part 1-1: Architecture and protocols*

IEC 62481-2:2017, *Digital living network alliance (DLNA) home networked device interoperability guidelines – Part 2: Media Format Profiles*

IEC 62481-3:2017, *Digital living network alliance (DLNA) guidelines – Part 3: Link protection*

ISO/IEC 14496-22, *Information technology – Coding of audio-visual objects – Part 22: Open Font Format*

[http://www.iso.org/iso/catalogue\\_detail.htm?csnumber=52136](http://www.iso.org/iso/catalogue_detail.htm?csnumber=52136)

ISO/IEC 29341-1, *Information Technology – UPnP Device Architecture – Part 1-1: UPnP Device Architecture*

ISO/IEC 29341-12-1, *Information Technology – UPnP Device Architecture – Part 12-1: Remote User Interface Device Control Protocol – Remote User Interface Client Device*

ISO/IEC 29341-12-2, *Information Technology – UPnP Device Architecture – Part 12-2: Remote User Interface Device Control Protocol – Remote User Interface Server Device*

ISO/IEC 29341-12-11, *Information Technology – UPnP Device Architecture – Part 12-11: Remote User Interface Device Control Protocol – Remote User Interface Server Service*

ISO/IEC 29341-12-10, *Information Technology – UPnP Device Architecture – Part 12-10: Remote User Interface Device Control Protocol – Remote User Interface Client Service*

ANSI/SCTE 35, *Digital Program Insertion Cueing Message for Cable*

[http://www.scte.org/documents/pdf/standards/ANSI\\_SCTE%2035%202007%20Digital%20Program%20Insertion%20Cueing%20Message%20for%20Cable.pdf](http://www.scte.org/documents/pdf/standards/ANSI_SCTE%2035%202007%20Digital%20Program%20Insertion%20Cueing%20Message%20for%20Cable.pdf)

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